

Star Wars Galaxies Trading Card Game Scenario

Darkwalkers

If this group of criminals on Naboo is 'just a bunch of thugs,' why do they have a hideout? And a cave? And a bunker? It's time to talk with one of their Underlords and find out what's going on.



As you relax and enjoy the beautiful views of Dee'ja Peak on Naboo, your reputation as a freelance adventurer complicates your life once more. 'I'm Tanoa Vilis,' says the woman standing by your recliner on the outside deck. 'I'd like to offer you a job.'

Credits always get your attention, so you tell her to take a seat. 'There is a gang on Naboo called the Darkwalkers,' she says. 'They call them a gang, but I think they're more than that. They have a hideout. And a cave. And a bunker!'

You nod in agreement, and she continues. 'I'd like you to find one of their underlords and question him. They've been kidnapping people, and I want to know why.'

After negotiating the terms of the deal, you head for the Darkwalkers hideout. You find a concealed viewpoint and begin scanning with your electrobinoculars. Tanoa gave you a datapad with information on the Darkwalkers.

A few hours pass until you see Critolus Masse, a Rodian and one of the Darkwalker underlords, leave the compound with a small escort. You pull your weapon and jump down from the watch point.

'Critolus Masse!' you say. 'I'd like a word with you.'

The Rodian laughs, and his men join in. 'That's your plan? Ambush us right in front of our own hideout?'

'I hear you're just a bunch of petty thugs,' you say. 'Maybe you can convince me otherwise.'

'Somebody's looking for a fight,' says Masse. Blasters are drawn and the battle begins.



'Why should I tell you anything?' says Masse. He's trying to remain a tough guy, even though his bodyguards are dead or running away.

You point your weapon straight at his head. 'Because I'll kill you if you don't,' you say.

It doesn't matter whether you were actually going to kill him in cold blood or not, because you can see the fear in his eyes now. 'What do you want to know?' he says.

'I've got a better idea,' you say. You pull out a pair of binders. 'Put these on.'

An hour later, you meet with Tanoa Vilis. 'Here's your underlord,' you say. 'Ask him anything you want. He's in a cooperative mood.' Tanoa raises an eyebrow, clearly impressed. 'More than I expected from you,' she says. She hands you the agreed amount and includes a hundred bonus credits.

